PETER PACK RAT

THE GAME

Peter Packrat is a cute little rodent who lives in a Junkyard, he likes nothing more than picking up all the nice things people don't mean to throw away. He runs around his neighbourhood collecting all the trash-treasures he can lay his hands on and carries them back to his nest, where he can look at them in peace. However, the Junkyard is not such a safe place, and is patrolled by Riff Rat, the leader of the Rats of Flatbush, his minions, and various other villains including Scrapper the Junkyard dog, Sticky the spider, Nite Owl, Slugger the bat, Big Al the alligator, Diamond Jim the snake and Clawd the Cat, all these guys are very nasty pieces of work (boo, hiss!). When Peter has collected everything from the Junkyard, he hunts the Sewer, and when he has all the treasures from there, he can look in the Tree. By the time he has searched there, someone is sure to have dumped something wonderful back where he started...So, Peter Packrat, get collecting!

LOADING

AMSTRAD CPC 464 OWNERS

1. Place the rewound cassette in the cassette unit and press PLAY.

2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664/6128 AND 464+DISK OWNERS

1. Hold down the SHIFT and press the @ key. Type TAPE and press RETURN.

2. Connect a suitable cassette player to your com-

puter, according to the User Manual, and insert the rewound cassette.

3. Hold down CTRL and press the ENTER key.

4. Press PLAY on the cassette player.

Note: Full insructions can be found in your Amstrad User Manual.

PLAYING THE GAME
Controls
You may redefine the keys from an option on the title page, or use a joystick.

|	
Up	Climb up a ladder, or jump.
Down	Climb down a ladder, or duck.
Left	Move Left
Right	Move right
Fire	Throw a stone or treasure, or let go of flying animal.

What you need to do
Peter Packrat muct collect all the treasures on the level and take them all back to his nest. The number of items he needs to gather is shown at the bottom of the screen. He must either avoid the evil animals, or stun them by throwing stones or treasures at them. Flying animals that have been stunned can carry him, but not for long, so let go when the creature that is carrying him starts flashing. He can climb up or down ladders, slide down slides, bounce across gaps on planks, and climb through pipes. He can swim, but not very fast, so avoid a dip whenever possible.
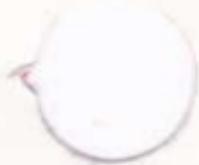
5 FREE GAMES
Let us know your thoughts
on the Silverbird Range.
Drop us a line on the back of a postcard.
The lucky winner will receive 5 titles
ABSOLUTELY FREE!